**Meeting Minutes – Level 6 Group 6**

**Time**: 2nd October 2017 12:15pm

**Place of Meeting:** A214

**Attendees:** Alexander Polley, Callum Walsh, Charlie Crewe, George Flude

**Agenda**

* Discuss research that had took place over the summer vacation
* Brainstorm ideas using research to design concepts for briefs
* Set up project managing software

Before the meeting, Callum and George had an impromptu meeting with Steven Harris, telling him about some concepts that they had had in the summer vacation, and shared his views on them:

* **Pedometer Mobile Game**
* This was designed to reward the player for walking with the software in use on a mobile, using a coercive monetisation brief to design the game, and how it was structured.
* However, Steve said this would not work in Unreal, and would require delving into the Android or Apple Software Development Kit to achieve.
* Steve did, however, like the Coercive monetisation idea.
* These points were discussed in the meeting

**Topics of Discussion**

* Coercive monetisation techniques
* Discussed a Tamagotchi type game, where the player cares for an animal or creature
  + In game currency could be earned from positive acts and be spent to customise or theming the game
* Discussed a dungeon crawler game, where rewards were plentiful, but reward removal was an incentive to spend money. If the player dies, they must spend currency they earn to revive with all items
  + Level Based or Procedurally Generated
  + Boss Battles?
* Infinite Runner Idea
  + Earning in game currency from collection and progression
  + Procedurally generated to avoid stagnation
  + Currency could purchase powerups and upgrades
  + Themes and skins

**Tasks for the week**

* Charlie
  + Prototyping one of the game to acclimatise himself with Unreal Engine 4- 3h
  + Making Slides for presentation – 1h
    - This task is done together
  + Research Rewards – 2h
    - Having not studied Studio Practice last year, research different games, and use material to complement your research to design rewards that use schedules and contingencies
      * This task is due in before the weekend to complement George’s task of Moodboard design
* Alex
  + Moodboard Design
    - Create moodboards displaying a theme or tone for the dungeon crawler game…:
      * Environment – 2h
      * Character – 2h
      * …and the infinite runner – 1h
  + Making Slides for presentation – 1h
    - This task is done together
* George
  + Making Slides for presentation – 1h
    - This task is done together
  + Prototype one of the games so we have a clear understanding of the mechanics of how our game plays/how we want our game to play
  + Moodboard for rewards– 1h
    - Using Charlie’s research
  + Moodboard for Tamagotchi game – 1h
* Callum
  + Prototyping of one of our games – 3h
  + Making Slides for presentation – 1h
    - This task is done together
  + Record prototypes for Presentation – 1h
  + Start Powerpoint, creating a base template – 1h